# Functional Requirements

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| **Number** | **Requirement**  **The system shall…** | **Description** |
| F1 | Educate the user | The system must educate the user on the effects of global warming and carbon emissions, as well as 350.org. This is the most important functional requirements. |
| F2 | Collaborate Information | The system must collaborate information so the user can be adequately informed. |
| F3 | Make a visual impact on the user | By giving the user visual feedback it helps them understand the effects of carbon emissions. |
| F4 | Be fun | The system must be fun for the user, otherwise they will not play. |
| F5 | Improve user skills | The system must aim to improve the users skills, this means the user will continue to play the game to try and improve their skillset – and learn about 350 in the process |
| F6 | Link action and reaction | By linking the actions of the user in the game to how the visual effects will change will show the user that every little action that they take has an effect on the environment. |
| F7 | Connect information to action | The system should connect the information presented with actions that improve the overall effect. |
| F8 | Label Carbon Emission Products | The system should inform the user on products that have a high carbon footprint so the user can make informed decisions on buying them in the future. |
| F9 | Inform on becoming more sustainable | The system should inform the user on ways they can become more sustainable and begin to rely less on oil, thus reducing their carbon footprint. |

# Non Function Requirements

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| **Number** | **Requirement**  **The system shall…** | **Description** |
| **Data Requirements** | | |
| D1 | Store information about Global Warming | The system has to store information on global warming, carbon emissions, and sustainable living. |
| D2 | Contain a wordlist | The system has to store a list of words that the user will type while playing the game |
| **Security Requirements** | | |
| S1 | Not store any personal information | The system shall not store any personal information about the user. This information isn’t needed while playing the game so shouldn’t be stored. |
| **Interface Requirements** | | |
| I1 | Be easy to navigate | The system interface has to be easy to navigate for the user, and not bring them into a dead end. The user should be able to get around the whole system within a couple of button clicks, with a logical flow. |
| I2 | Provide an interface that appeals to the target audience | The target audience is primary and intermediate school children, therefore the interface has to appeal to their tastes. Eg: cartoony |
| **Constraints** | | |
| C1 | Be complete by 24 October | The system has to be complete by the 24th of October, in time for the 350 Spring Food Festival. |